**LORETOME 25th (english beta version)**

*Prologue:*

More than twenty years was passed since last time Mentor convened us. After the mission where we faced and defeated the four Morcar’s Generals, the Kingdom was spending years of tranquillity.Undeads and Chaos Warriors seemed to be just a past memory while small groups of orcs and their sporadic attacks were the only bad events that the army needed to take care of but that was able to handle on its own and with no real efforts.We were conscious that sooner or later we could have heard again about Morcar and his evil plans, but anyway this long wait was illuding us that morcar Morcar could have give up definetely to conquer the Kingdom or that his eyes turned over other lands unknown to us; but as soon as Mentor called us, his worried voice let us intend that a new menace was hanging over the Empire: "My friends, once again I need your help. It‘s been a while that the pages of Loretome are becoming gray and day by day some writings seems to fade out until vaninshing into nothingness.Anyway in some pages it is written that this is caused by the actions of Dionisus, a Chaos mage. He was already known for his skill to manipulate time and minds, but was never been considered as a real menace... until now.seems that Dionisus is working to create a copy of the Loretome and with the help of a sortilege he was able to absorb part of its power.The pages of the Loretome are faded and I am not able to say if he’s acting on his own or moved by Morcar’s will.Seems also that Dionisus was able to involve many nobles of the Kingdom to help him in his foolish intent, convincing them that the new Loretome, created to celebrate the 25th anniversary of King Magnus’s coronation, will bring new glory to the Kingdom; many of them contributed by giving him gold coins and other valuables. But because of the strange events that happened recently, some of them have later become aware of the situation and are now claiming what they donated.Your task is now to reach Dionisus’s Manor wich is located in a site that in ancient times was the Land of the Gnomes, also known as the Gnome-Zone, to understand what is plan is really about and to stop him before the situation will become irreparable.Now go my friends, the salvation of Loretome depends on you!"

**QUEST:**

***LORETOME 25th…***

-----------------------------------------------------------  
“You’re arrived in the place that was once known as Gnome-Zone, the Land of the Gnomes.Find Dionisus and stop his foolish project once and for all.If the new Loretome will be created, it will be fed by the powers of Chaos and the consequencescould be disatrous.”  
-----------------------------------------------------------

NotesX Indicates where the heroes will meet Dionisus; each time he will suffer a hit, he will use the secret passage (place the tile) to escape. On every meet, Dionisus will cast one of his spells. The players are not allowed to know Dionisus LP and MP. His values are the following: Movement: 8 Attack: 2 Defense: 3 Mind/Body: unlimitedA Each chest contains 200 gold coins. For sure it must be the gold that many nobles from the Empire gifted to Dionisus but are now claiming it back.B On one of the tables there is a very strange machine: “3DPRINT” is written on its side. On the other table there are some tiny statues made with an unknown grey stuff but they seems to have no value at all.C In this cupboard there are some broken boxes. Seems they’ve been destroyed but you can still read “HQ25TH” on them. What does it mean?D On the shelves you can see some brand new boxes on wich you can read “HQ30TH”. What’s the meaning of this strange inscriptions?E This door was hidden and is a secret exit that bring you outside; Dionisus used it to escape. The quest ends here, read to the players the text on the following page...

*Epilogue:*

“Dionisus has escaped. He was able to fool you and used a secret door hidden beetween the rocks to reach his salvation. The Chaos Warriors who covered is back protecting his way to escape were a clear signal that the powers of Chaos are with him. anyway your intervention was not in vain: while you were moving Dionisus attention away from the Loretome, I was able to to give new strenght to his grey pages. In this purpose I was helped with his action by a young and very promising mage, Boris. Meanwhile, from far lands, rumors say that many are preparing to perseguitate Dionisus, because his deceit was extended even outside the edges of the Kingdom, while others are ready to stay on his side. Maybe when the frost breeze of the winter will be back we’l have to take care of him and his plans once again. the one that will follow could be a new era full of battles. We’ll be one against the others. And you, my valourous friends, will play an important role for the survival of the our world. With this sad words I leave you, my dear friends. Keep yourself ready for the days that will come.”

*SPELLS OF DIONISUS:*

**- Delay**

Dionisus has the ability to delay the events. Cast this spell and launch 1d6. From now on every damage caused by any hero attack will be delayed of as many turns as the number shown on the die. The effect ceases as soon as the heroes can’t see any more monsters.

**- Unbalanced**

This spell will affect the balance of a hero. The victim will have difficulties to stay balanced and all his actions will be done with a die less than usual. After each turn of the Master, launch 3 combat dice and if you obtain at least 2 black shieds the effect of the spell ends.

**- Calm Down**

Cheat any one hero, that convinced that everything is all right, will exit the room and will be forced to walk back to the starting point. Until he walks back no monster will attack him. Spell ends when the dices show the same number of his mind points or until he reach the stairs.

**- Charming Scroll**

Launch this magic scroll against the Wizard or the Elf. The scriptures will enchant the hero that will try in vain to decifrate them. The hero stay still and can’t do any action. After 4 turns played by the Master, the hero will disenchant and realize he only wasted his time.

Final notes:

this quest is not intended to offend or judge anyone, people or event;it was realized with the pure intent of entertain and have fun.

Idea and realization by Lestodante

Map was created with HeroScribe software

English version translated by \_\_\_\_\_\_\_

French version translated by Le Nain Rouge

Spanish version translated by \_\_\_\_\_